

Description of the “Fire Zone” level design element.

Functionality

The zone damages the character and the mobs.

The zone affects the character of the player and mobs exclusively by damaging and in some cases, hanging the DOTs – the zones do not move the character, do not push, throw, and so on.

Fire Zones can be placed (on different platforms or just freely in the air) to bring in additional challenge, as well as for the tactical use.

Configurable parameters

1. Dimensions

Minimal: Height (Y) - 0.3 m, Length - (X) 0.5 m. We suppose to use this minimal piece to construct Fire Zones of any shapes, even of the irregular ones. In irregular shape cases it is must be possible to draw Zone's functional area manually.

2. Intensity

Affects amount of damage that the character or the mob gets from the Fire zone during one attack. (More details on cool down of the Fire Zone in the — description of the next parameter.

The value of damage should be set in integers.

3. Damage type

Uses regular damage dealing rules.

4. Attack cool down

The range of values - from 0 seconds to 5 seconds, [0,1,2,3,4,5].

- When cool down is equal to 0 seconds – the damage is constant.

Example: the hit point of the character that is in the damage area will be continuously decreasing until the character is dead or leaves the zone.

- Cool down period 1 to 5 seconds – damage is periodical.

Example: once the character gets to the damage zone, it gets damaged, followed by the cool down period, once the cool down is over, and the character is still inside of the zone, the character receives damage again.

5. Effect when getting damage:

The parameter has two levels of setting

On the first level is the choice between two value: “0” (the area does not have additional effect) and “1” (the areas has additional effects).

If on the first the value “1” – then the effect customization is being set.

- Duration of the effect – any seconds value from “1 second” to an eternity can be set.
- The amount damage done during this period of time is – a percentage (X%) of the maximum HP of the object that was in the zone of fire and got the dot. We should be able to set any value in integers from 0 to 100 for X.

Example: the player provoked the mob to get into the Fire zone with a specific effect (dot during 5 seconds gradually takes off 20% of max. HP). After the mob leaves the fire zone, it got 2 hit points left out of 15. The player can stop attacking the mob, because it will die in 4-5 seconds from the fire zone effect.

6. Burning direction

Must be able to rotate freely around an axis zone Z.

It is necessary for the correct visualization of fire zone.

- Example: When placing the fire zone on the tilted platform, we can slightly tilt the zone itself, and

visually it will burn at a slight angle.

Integration with the trigger system

Necessary to integrate the number of the Fire zone parameters with our trigger system.

We need to be able to tie the change of the Intensity of the Fire zone to the performance of the certain events:

- Example: according to the trigger the level of the intensity of the "Fire zone U" decreases from 20% to 5%. After that when the character gets into the "Fire zone U", it will receive not 20 points of damage for 1 attack, but only 5 points of damage for one attack.

We also need to be able to tie the change of the Height of the Fire zone to certain events or switches. For example, we can use it in a situation when a player's actions cause tall, big flames to shrink, allowing the player to pass through unharmed.

Use case

An example of configured parameters:

- Height (Y) - 0,3 m, Length - (X) 1 m.
- Intensity - about 3% of max HP for 1 attack.
- attack Cool down - 0 seconds.
- Effect - 0.
- The direction of burning - vertically.

Possible scenario:

Getting close to the jump-pad, which will throw the player high enough to reach the platform located higher, the player may notice the short Fire zone that starts near the jump-pad.

If the player accurately adjust his fall between jump-pad and the Fire Zone, then he will be able, without damage, to roll through a short fire zone. A little further, the player can battle the enemy, after that, there will be another short Fire zones located not far from each other.

Skillfully rolling between Zones, the player can avoid damage and also provoke the mobs get into the zone and be damaged.

After defeating all enemies in the area of "short Fire zones", the player completes the event "defeat the enemy Z", leading to the launch of action "creating an object" - the appearance of the box with the loot. However, if the player would jump on the higher platform from the jump-pad at the start, maybe he would not pay attention to the short Fire zone below and would not get into that encounter, but straightly go to finish.

Visualization idea

Burning, then dying out and intensely burning again, the embers in the fire, bright, air-foamy mass of fiery color. Embraces and envelops the character or mobs as much as they got into it, if the trail barely rises above the platform it covers only the legs; if the character has fallen in a pit filled with trails, the character is still visible through the transparency of the trail, but the whole mass of like trying to suck a character and dissolve in itself.